HOPPERS™

Hoppers is a great new frog jumping game! This deck of cards contains 40 challenges ranging from beginner to expert. Start simple, then grow your skills. In no time at all you'll be the smartest frog in the pond!

Created by **Nob Yoshigahara**, Hoppers is based on the classic Peg Solitaire game "The Great Thirteen" originally invented in 1899. Nob devised a computer program to solve this game, which he used to create a wide range of initial challenge settings for the pegs (frogs). Hoppers can be enjoyed by people of all levels of ability and experience. Plus, complete solutions are included on the back of each card.

Happy Hopping!

HOPPERS™

The Object: Hop 'til there's only one frog left on the pond.

Set Up: Select a challenge card and place the frogs on the lily pads as indicated by the illustration.

The Rules:

1. Frogs move from lily pad to lily pad only in the directions indicated by the inscribed lines on the play tray.

2. You may only move by jumping over another frog on an adjacent lily pad, and landing on the next pad.

3. When a frog is jumped over, remove it from the pond.

4. No non-jump moves are allowed. Frogs may not jump over an empty lily pad. No frog may land on another frog. No frog may jump over two frogs at a time.

5. The challenge is solved when only one frog remains. **Now get hopping!**

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